

ENTRY FEES

Entry fee will be R100 for non NAF members (includes sign up gift)
And R50 for NAF Members

TOURNAMENT RULES:

Teams allowed:

The official list of NAF approved teams can be found here:
[https://www.thenaf.net/wp-content/uploa ... s-v1-5.pdf](https://www.thenaf.net/wp-content/uploads/2018/05/2018-2019-Season-1-5.pdf)

Team Tiers:

The different races the Shaka Shield are divided into four tiers.

Tier 1	Amazons, Bretonnians, Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Norse, Orcs, Skaven, Undead, Wood Elves
Tier 2	Chaos Renegades, Elf Union, High Elves, Humans, Khemri, Necromantic
Tier 3	Daemons of Khorne, Chaos, Nurgle's Rotters, Slann, Underworld Denizens, Vampires
Tier 4	Goblins, Halflings, Ogres

Team creation:

Coaches may spend up to 1,100,000 gold pieces when building their team.

When building your team, you may buy:

At least 11 standard roster players before any star player

0-8 Re-Rolls

Assistant coaches

Cheerleaders

0-1 Apothecary or Igor, depending on race

0-9 Fan Factor

Inducements. The cost will be as following and will count for all 9 games:

0-2 Bloodweiser Kegs for 50k gp each

0-3 Bribes for 100k gp each, Goblins pay 50k gp each

0-1 Masterchef for 300k gp, Halflings pay only 100k gp

0-2 NAF-approved star players for their regular cost

All gold left unspent after team creation is lost, and does not carry over to the treasury.

Skills:

Each team receives skills based on their tier.

Tier 1: 3 regular skills

Tier 2: 4 regular skills

Tier 3: 4 regular skills, 1 doubles skill

Tier 4: 4 regular skills, 2 doubles skills

Players can only be given ONE skill each.

Star players may not receive additional skills.

General:

Teams reset after each game so injuries and deaths do not carry over between games.

No inducements outside of those bought in team creation can be used.

Please make sure to read the Errata as these will be in use: <http://19070-presscdn-0-68.pagely.netdn.../Errata.pdf>

Special Play cards will not be used.

Wizards are not allowed.

On sending off (a Foul or Secret Weapon), the Head Coach can Argue the Call. On a 1, Head Coach is also sent off and receives -1 to Brilliant Coaching thereafter. On a 6, the player is only sent to Reserves.

Turnover still applies.

TOURNAMENT SCHEDULE:**Saturday:**

Registration: 9:30

Game 1: 10:00-12:00

Lunch: 12:00-13:00

Game 2: 13:00-15:00

Game 3: 15:15-17:15

Sunday:

Game 4: 10:00-12:00

Lunch: 12:00-13:00

Game 5: 13:00-15:00

Prize Giving: 15:15

TOURNAMENT SCORING:

The tournament will be scored using the Swiss system, with coaches being matched according to their ranking in the tournament. Teams are ranked first by tournament points, then by TD difference, then by Casualty difference.

Points are earned for each game played as follows:

Points: Win = 5 / Draw = 3 / Lost = 1

Bonus points: 3 TDs = +1 OR 3 Cas = +1 (can't claim both)

Tournament bonus point: Printed roster +1 / Painted team +1

MATCH TIMING:

Games must be played within 2 hours, no play will be allowed after the cut-off time. After an hour of play a general notice will be given that you should be starting your second half. If you have not started the second half yet please speed up your play. It is recommended that all players use the 4 minute per turn rule - there are several apps that can time this, I recommend Game Time on the iPhone.